TURBOWORD

Word Processor

FOR 8-BIT ATARIS

Requires Atari XEP80 video controller (80 column screen adapter)
Composite monitor (for XEP80)
48K memory
Disk drive

Features:

* 80 column "WYSIWYG" screen display
* Completely automatic formatting as you type/edit
* All standard editing features including block move/copy/delete
* Easy menu driven design
* Epson compatible printer driver or set up for any printer
* Auto system file search
* Start files with letterhead
* Address envelope with address in letter, include return address
* Macros - include sub-documents within master document
* Append documents
* Header definitions
* Mail Merge - print form letters from address file + salutations
* Address envelopes from address file
* Convert to/from ASCII file, print ASCII file
* Integrate with Turbobase 80
* Spelling Checker
* Disk/file (DOS) operations included within program
* Use DOS 2.5, SpartaDOS, MYDOS, or DOS XL
* Fully supports all RAMdisks / MIO board/hard drives
* Auto RAMdisk load / management
* Only one drive required, any type.
* Not copy protected
* Includes two disk sides - Master Program Disk / Spelling Disk

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Re-Editors Note: Though MicroMiser Software still exists, they do not support ATARI anymore.

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Chapter 1 — Getting Started

HARDWARE

System Requirements:

1. Atari 8 bit XL or XE computer with 4BK memory.
2. Atari XEP-80 80 column video display controller.
3. Composite video monitor (required *for* XEP-80).
4. At least one disk drive of any type.

Turboword works with any of the following DOSes / versions:

DOS 2.0, DOS 2.5, SpartaDOS XC23E.DOS or X32D.DOS, DOS XL, and MYDOS. Will work with SpartaDOS X cartridge. It *SHOULD* work with SuperDOS, TOPDOS, and ADOS, but has not been tested with these (let us know!).

Advantages of using SpartaDOS XC23E.DOS: text buffer considerably larger, larger macros possible, faster file operations (files loaded in larger blocks).

Turboword fully supports these system enhancements:

1. BASIC XE or BASIC XL cartridge for faster[1] execution speeds in print/review and spelling. BASIC XL will work directly. BASIC XE requires a revised XEP-80 handler, available on commercial BBS systems, or call ICD Corp. The editor is written in ASSEMBLER, as are much of the BASIC program files, and will not benefit from BASIC XL.
2. RAMdisk of any size, any type including the XE RAMdisk. User must supply RAMdisk formatting file such as RAMDISK.COM for DOS 2.5, or RD.COM for SpartaDOS. ICD has a utility to format the Newell upgrade for use with SpartaDOS. Turboword includes automatic RAMdisk loading/management.
3. ICD, Corp.'s MIO board.
4. Hard Drive (Turboword is not copy protected).
5. Turboword may be integrated with the Turbobase database program. Each program provides a menu selection to access the other directly.

TURBOWORD PROGRAM FILES

Turboword is designed as much as possible to operate like a 16 bit word processor (changing a few things we don't like!). The smallest "acceptable" 16 bit word processor we have ever seen was

37,000 bytes long; many occupy 150,000 bytes or more. Of course this is too big to -fit in the 32,000 bytes of ram available on an S-bit, especially considering that the text buffer must take up 25,0130 bytes to offer acceptable operation. Schemes to USB "bank/switching" or storing partial text files do not offer sufficient compatibility, reliability, and/or convenience. Further, the slower 8-bit processor and XEP-80 bit graphics require a type of ASSEMBLER programming that is designed for speed and wasteful of ram (you've probably noticed that there is not exactly a glut of word processors for the XEP-80).

To solve the problem Turboword is designed as a "modular" program, with several program files to handle different functions. This need not concern you as far as operation is concerned as long as all program files are somewhere on the drives. When you make menu selections the appropriate file is run automatically as if it were already in the computer.

SHIPPING DISKS

The files on the shipping disks are:

MASTER PROGRAM DISK:

The following two files are © ATARI Corp:

DOS.SYS	DOS 2.5 boot file (modified—see instructions)
AUTORUN.SYS	XEPB0 handler (also runs program -file "T")

The remaining files are © 1988 Micromiser:

TWORD1.SYS	These two files are the "editor" and become
TWORD2.SYS	RAM-resident
T	The main menu, printing functions
TDISK.PRG	DOS operations
TCDDES.PRG	Creates file to hold printer codes

These program files are automatically loaded when you make menu selections which require them. They may reside on any drive numbered 1, 2, 3, 4, and 8.

The editor (TWORD1.SYS and TWORD2.SYS) is written in ASSEMBLER and the three others, which do not require great speed, are written in BASIC/ASSEMBLER.

Additionally, there are two service files included or created as you use the program. These are:

TADDRESS	Contains your return address / letterhead
TCODES	Contains printer code instructions

These two files may be on any drive number 1—4 or 8.

SPELLING DISK:

TSPELL.SYS	Binary system -file used in spelling operation
TSPELL.PRG	Spelling checker program
T??	30 files which comprise the spelling dictionary

Searching for modules/files among drive numbers follows the sequence 8-1-2-3-4 with a RAMdisk, or 1-2-3-4 if no RAMdisk.

The shipping disks are in single density, standard DOS 2.0 format, and are duplicated -from our masters using the SpartaDOS SCOPY - function, 4 at a time using BATCH commands (master is placed in an XL "Rambo" 192K RAMdisk).

MAKING UP YOUR OWN DISK WITH DOS 2.5 / RUNNING TURBOWORD FROM DOS 2.5

You may run Turboword anytime the BASIC "READY" prompt is displayed on screen, however the system muSt have been booted from a disk with a specially configured DOS 2.5 boot file (DOS.SYS), aS explained below.

If you make up your own Turboword boot disk using DOS 2.5 you must also make these changes to the DOS configuration:

CONFIGURING DOS 2.5 FOR TURBOWORD:

1. From the DOS 2.5 menu select L. LOAD BINARY FILE and load the DOS 2.5 utility program SETUP.COM (see DOS 2.5 manual).

2. Follow the instructions in your DOS 2.5 manual to set the number of drives you will be using. You must also set the number of files that may be simultaneously "open" to 4 (four).

3. If you would like the disk to boot to the Turboword menu automatically elect to create an AUTORUN.SYS file to autoboot a BASIC program. The filename to enter is a single T. Append the resulting file to the XEP80 boot file, which is also named AUTORUN.SYS, as in "D1:AUTORUN.SYS,D2:AUTORUN.SYS/A" (see DOS 2.5 manual).

note: the DOS.SYS file included on the Turboword master disk is already modified as above, with 3 drives specified, and with "write verify turned OFF.

LOADING THE TURBOWORD PROGRAM

1. Duplicate the Turboword master disk and store it safely away.
2. Insert your duplicate o-f the Turboword master disk in drive #1 and turn on the system. It should boot automatically to the main menu.

note: if you have a 130 XE *computer copy the DOS 2.5 file "RAMDISK.COM" to your copy of the Turboword master disk. The RAMdisk will be formatted upon booting.*

USING SPARTADOS

1) Format a blank disk and write SpartaDOS version XC23E.DOS or X32D.DOS to the disk. You may also use the SpartaDOS X Cartridge (when available).

2) Copy any other SpartaDQS utilities you may need, such as RD.COM for RAMdisks, etc.

3) Copy the XEP60 handler, AUTORUN.SYS to the new disk.

4) Copy every file of the Turboword master disk to your new disk EXCEPT: DOS.SYS and AUTORUN.SYS (the AUTORUN.SYS file on the master disk automatically runs the program, but gives no opportunity to run SpartaDOS commands such as RAMdisk formatting commands).

5) Boot your newly created "Operational Master Disk". The BASIC "READY" prompt should be displayed.

6) Under the READY prompt type: DOS (return)

   b) The following commands are typed after the D1: prompt if using X32D.DOS type: KEY OFF (return) If you have RAMdisk capability type: RD D8:

c) Type: CAR (return)

d) Type: RUN"D:T

note: If the Turboword program is loaded from any drive number other than drive #1, modify step d) to RUN"Dn:T where n represents the drive number.

Note to SpartaDOS users: You cannot include the XEP-80 boot file

(AUTORUN.SYS) in a SETUP.BAT file because this will cause it to be loaded lower into memory, unnecessarily cutting down on available RAM and interfering with the Turboword systems programming. If you hear of a solution to this "bug" please let us know. The handler must load in (relocate to) location $9600.

AUTOMATIC RAMDISK LOAD

If you have formatted a RAMdisk as explained above, then upon seeing the Turboword main menu, select INIT RAMDISK by hitting the I key. The computer will automatically copy all Turboword program and service files to the RAMdisk, from which they will be accessed from then on. Actually, every file beginning with the letter T is copied. If you have other files which you would like to be automatically loaded, just begin the filenames with a T.

note: Turboword will transfer the files automatically from any drive number, but ALL program files must reside on the same drive number.

USE WITH TURBOBASE 80

You may boot from either program. If you boot from Turboword and are not using BASIC XE or XL then include the RDBASIC D7: command to the D1: prompt (to get an 8K BASIC RAMdisk which Turbobase will utilize).

Each program has a menu selection to load the other directly. As opposed to use of the WP23 word processor (included with 40 column Turbobase) either program will be searched for among drives using the drive number sequence 8-1-2-3-4 if a RAMdisk, or 1-2-3-4 if not. The important thing is that the RAMdisk is fully preserved by either program. When returning to Turbobase hit M to avoid reloading the RAMdisk (will not be erased in any case, but this saves time).

Turbobase will automatically signal Turboword if a RAMdisk is being used, so Turboword program files will be loaded from the RAMdisk if they are there.

To use Turboword text files in Turbobase functions first convert them to ASCII files at the Turboword menu, electing to store them as MICROMOD text files (see Turbobase manual index "MICROMOD text files").

NAMING THE FILE

All editing and printing is performed on the "active file" residing on the "active" drive number which is displayed at the top of the menu and next to various menu selections.

You must name an "active file", which may be a new file or existing file, before going to the editor:

ONCE IN THE EDITOR YOU CANNOT RETURN TO THE MAIN MENU *WITHOUT* STORING THE (EDITED) FILE BACK ON THE DISK UNLESS YOU PHYSICALLY REMOVE THE DISK FROM THE DRIVE.

Upon loading the program the "active file" is automatically set to "D1:TEST.TXT", which means "file TEST.TXT on (active) drive number one. "

To change 'the active *file:*

Select NAME FILE by hitting the N Key. Enter the filename and hit <return>.

If you wish to change the drive number as well, begin the filename with the new drive number, followed by a colon, followed by the filename. For example:

B:NEWFILE.TXT *(not D8:NEWFILE.TXT)*

You may also change the "active" drive number directly from the main menu by hitting a number key from 1-8. The file name stays the same.

READ FILE UPDATE.TXT FOR IMPORTANT REVISIONS TO THIS MANUAL

USING THE EDITOR

Once you have named an "active" -file and drive number, hit E to go to the editor.

Once in the editor, type or edit your document exactly as you wish it to be printed, as you would on a typewriter, except:

DO NOT HIT THE RETURN KEY AT THE END OF LINES *WITHIN* PARAGRAPHS.

Paragraphs are automatically formatted as you type, or edit, change margins. So just keep typing to the right margin; the computer will move the word to the next line when you hit it.

THE "MARGINS"

The two vertical lines running the depth of the screen DO NOT? .represent the edges of the paper. They represent the left and right limits of your text, in other words, the beginning of the margins. In this documentation the lines are called "the margin lines" or just "the margins." The edges of the screen represent the edges of the printed page, and left and right margins are represented by space between the edge of the screen and the vertical lines.

In the editor, the lowest possible setting for the left margin is 1, and the highest possible setting for the right margin is 80. There is no horizontal scrolling as you approach the right margin (we think this is a big improvement). You may, however, increase the right margin to 160 or more when later reviewing or printing; the document from the main menu.

You'll notice that this allows you to use the entire 80 columns of the screen in composing/editing your document. Information, as page numbers, is given w*ithin* the margin lines. Margin setting of 1 and 80 prevent the display of the margin lines, so it is suggested, at least in the beginning, that you limit the margins to at least/most 2 and 78. The default is 5,75.

EDITING KEYS

The standard operation of the <CTRL> arrow, insert, delete, backspace, tab, etc. keys are preserved. See your computer operators guide if you are not familiar with these. Many additional editing features are provided (see below).

THE HELP KEY

When using the editor you may press HELP anytime to list the special editing functions. Those that are not self-explanatory are described in Chapter 5, along with a few not on the HELP screen. The ^ character stands for the <CTRL> key.

TO STORE THE FILE AND RETURN TO THE MAIN HENU:

At any time you may store the file and return to the menu pressing the OPTION key. There is no provision to return to the menu without storing the file (erasing the original if present).

other than physically replacing the disk in the active drive.

TO STORE THE FILE WITHOUT RETURNING TO THE MENU:

Hit the OPTION key and then immediately hit the R key (means, "return to editing").

If you manage to confuse the screen interpreter (you're an expert right?) and something doesn't look right, hit the <ESC> key. This re-draws the screen from memory.

REVIEW IN EDITOR

Lines not within paragraphs must end with a return character. It is possible during editing to create lines (on the screen) without return characters even though not part of paragraphs (but you really have to try). To check this review the file at the editor by [pressing <CTRL> T (top of file) and scrolling with the START key. To review just the currently displayed screen hit <ESC>. If you press <CTRL> R first all spaces and returns will be represented on the screen, and will be displayed in all editing functions until you press <CTRL> R again. It *is not necessary* to use the <CTRL> R feature. If you review the text from the top of the file it will ;*lt*ays be shown exactly as will be printed, except for inverse characters.

The best way to get used to the editor is to press <CTRL> R so all spaces and returns will be represented on screen (with f Under lines and diamonds) as you edit. Press <CTRL> R again to cancel this feature.

PRINTING FILES

1. YOU MUST RETURN TO THE MAIN MENU TO PRINT.

2. FIRST REVIEW THE "ACTIVE" FILE. At the main menu hit the R key. This displays the text file on the screen including headers, page numbers, macros, addresses, etc. exactly as will be printed, except that inverse characters representing printer codes will be displayed. If the right margin is set higher than 80 then the screen lines will wrap around to the next line.

3. Review the block of menu selections above the "Review..." selection. These display the values of various printing features and allow you to change them. Most are self-explanatory. The values for margins, "Lines text per page", and "Overall page lines" are stored on disk with each text file and re-set each time you name a different (existing) file. The others ar<= set to defaults but may also be changed before printing.

4. TURN THE PRINTER ON. MAKE SURE IT'S "ON-LINE." Hit the P key to print the file.

TEXT LINES PER PAGE

Menu selection "LINES TEXT PER PAGE...". This number represents the number of printed lines you will want per printed page NOT COUNTING HEADER LINES. If you have a three line header then allow three extra lines of text in designing your page. If you do not want page breaks enter a high number.

"OVERALL PAGE LINES..." (menu selection)

This number represents the total number of carriage returns (printer lines) to advance the printer exactly one page. For instance there are 66 printer lines overall on an 11 inch page of paper.

Chapter 3 — Printer Codes

The XEP-80 controller does not provide the definition required to represent various printer fonts, such as italic, on screen in a readable fashion. Therefore inverse characters are used in the file for this purpose. To type inverse.' characters first hit the inverse key, which is the key with a "white/black square" imprinted, at the lower right of the keyboard.

CREATING / EDITING A PRINTER DRIVER

note: If you have an Epson compatible printer (like Star) then you do not need to set up a printer driver. The printer driver is provided on the shipping disk, file TCOD£S (see page 28).

1. Select ASSIGN PRINTER CODES at the main menu.
2. Elect to "Enter/Edit codes"
3. Enter inverse characters and corresponding printer codes as demonstrated on-screen.

SELECTING INVERSE CHARACTERS

Use upper case inverse characters for printer instructions that *turn on* a printer function. Use lower case inverse characters for instructions that *turn off* a printer function. For example, an upper case inverse B might turn on bold printing and a lower case inverse b might turn it off.

You may use inverse punctuation characters for printer codes. Use these for "global" type instructions which will appear at the beginning or end of the file. There are several inverse punctuation characters which are reserved for special operations. The ones that are not reserved, and which *you* may use for printer codes are:

AVAILABLE FOR USE AS PRINTER CODES (IN INVERSE FORM):

! $ " & , ' ( ) - . / < > ; :

The reason for selecting upper, lower, or punctuation characters will become clear in the next section.

You will not usually wish to combine printer code instructions in the editor, so you should set up inverse characters to represent combination instructions that you might require. Any inverse character can stand for any number of printer code instructions.

For instance, an inverse X might denote elite/bold/proportional. On an Epson compatible, then, you would enter (inverse) X=27,77,0, 27,71,0,27,112,1.

The numbers are decimal equivalents of ASCII characters and will be listed in your printer manual. You must use these codes -- there is no provision to type the "escape" character in text files.

The computer will store your printer code assignments in the file TCODES (printer driver).

If you need more than one printer driver set up two TCODES -files on different drives, then copy the appropriate one to the lowest drive number (or RAMdisk) before printing.

INCLUDING PRINTER CODE INSTRUCTIONS IN TEXT FILES

Printer code characters are entered in text files while in the editor. This is accomplished by typing inverse characters TO REPLACE SPACES in the text file. The editor treats-al1 inverse characters as spaces for the purpose of formatting. This preserves the format so that the printer instructions are easily identifiable while not taking up extra spaces for themselves. The inverse characters used will represent series of numbers that will be sent to the printer (printer codes) as each inverse character is encountered during printing (see previous section).

DIFFERENT INVERSE CHARACTERS TREATED DIFFERENTLY DURING PRINTING

If the inverse character is a capital letter a space will be sent to the printer first, followed by the printer codes.

If the inverse character is a lower case letter, the printer codes will be sent first, then a space.

If the inverse character is a punctuation character (listed above) then only the codes will be sent—no space is sent. This means that the spacing of the printed line containing these characters will vary on the printed page from that displayed on screen.

Again, inverse letters will cause spaces to be printed, one space for each inverse letter. If you wish to send multiple instructions at a particular point in text, but do not wish for multiple spaces to be printed in the line, either set up special inverse letters to represent combination printer codes (previous section), or use inverse punctuation marks to represent these codes.

Chapter 4 — Auxi1iary Features______________________________

HEADERS

While creating/editing a text file using the editor, you may designate the first lines at the top *of* the first screen to be repeated at the top of each printed page. The header may contain up to 255 characters (including returns).

To designate the first line or lines as a "header" end the last line of the header with an inverse 7. (percent) character.

The "header" will not be repeated in the editor, but will be repeated at the top of each page when "reviewing" or -printing at the main menu.

PAGE NUMBERS

You must define a "header" (see above) if you wish to specify printing of page numbers. If you do not really wish to have a header printed you may Just use the page number and header characters on the first line.

Anywhere within the header lines type an inverse # character. The page number will be printed at this location, erasing the tt character. If a page number is over 9 then the number will push any remaining characters in the header line to the right, so leave room at the end of the line -for this.

In the editor, only the LAST DIGIT of page numbers is displayed (in the left margin line). When printing/reviewing the full number is used. The beginning number is set with the menu selection "Beginning page #..." This is not stored with the text file, so if it is not the number 1 you must re-set the number before printing.

*Z HUMBER PAGE #1 *YES/NO**

This menu selection allows you to prevent numbering on page one t»of the document. If *NO*. not only is the page number ignored, but £ the seven characters preceding and two characters succeeding the Kpage number position will be replaced with spaces. This allows you to preface the page number with "page " or delineate it with Characters which will not be printed on the first page if a number not printed.

FORCED PAGE BREAK

While editing, you may instruct the printer to end a page at the end of a certain line by inserting an inverse + (plus) character in the line or at the end of the line. The instruction becomes part of the text file.

Our apologies...

In the EDITOR ONLY it is possible to goof up the page numbering as displayed on a particular screen due to extensive editing. This can be corrected by hitting ESC or <CTRL> T to start numbering over at the top of the file. Therefore if you do extensive editing the page numbering will be suspect until you review from the top of the file.

If you proofread in "reverse" with the SELECT key, and pass two "forced page breaks" (inverse + characters) the page numbering will be altered, but will correct itself as you reverse directions and proofread forward with START.

The 8-bit is not fast enough to count from the beginning of the file between each key stroke (the 16-bit method), therefore the page number position must be added/subtracted with each editing function which takes a lot of RAM. There is already over 1/2K devoted just to keeping track of the page number position, and to extend this to cover all editing possibilities would have required another 1/2K to 1K, cutting down on the text buffer. The editor was originally expected to take 6K, but quickly expanded to 10K as we had to revise it for greater speed. We hope you will accept this compromise in the interest of maintaining a decent sized text buffer.

Still, the page numbers will usually read right even while editing, and will always be reliable if you start from the top of the file and review forward, and will always be reliable at the main menu when printing or reviewing.

MACROS

In the Turboword program we define macros as short text files on disk which may be inserted into a printed document during the printing operation. Examples of the profitable use of macros would be legal descriptions of real estate, directions to your home business, information about a new product, or any text that used repeatedly within other documents.

The text of the macro itself will be a short text file created with the editor and stored on disk in the usual way.

The instruction to include macros is placed in the text file itself while in the editor, and must be placed on a separate line (which will be ignored when printing) ending with a return.

The instruction will be composed of a series of characters which must ALL BE INVERSE CHARACTERS.

The instruction must start with an inverse = character, followed by an inverse D, followed by an inverse number (1-8) which is the drive number to find the macro file (when later printing), followed by an inverse : (colon), followed by the macro filename all in inverse letters. In other words, type an = followed by a standard filespec, all in inverse characters. An example:

»D8:MACRO1.TXT <return> (all in inverse characters)

When later printing/reviewing the file at the main menu, the designated file will be loaded and printed as if it were part of the active file. Thus, it is nearly impossible to predict page breaks when using macros until you review the file at the main menu.

You may specify as many macros in one text file as you like.

The size of the macro file is limited, and the limit varies (depending on the DOS used. The limit, expressed as the maximum number of characters, is displayed on the screen as you boot the program. One full screen of text usually represents about 1,500 characters, more or less! SpartaDOS XC23E.DOS (currently) allows about 2,500 bytes for macros.

ADDRESSING AN ENVELOPE

See menu selection "V Address envelope."

This selection may be used only after reviewing or printing a file at the main menu. As the text file is printed or reviewed computer remembers the first series of CONSECUTIVE lines AT THE LEFT MARGIN which all END WITH A RETURN. There must be at least two consecutive lines for identification as an address.

This conforms to standard business letters. The computer will ignore your letterhead because it is not at the left margin. It will ignore a beginning date because it takes only one line. It

will ignore standard paragraphs because the lines do not end with returns.

However, if you type the addressee's address at the left margin, ending each line with a return, it will be recognized as an address. You may have one blank line within the address.

When you select "V Address envelope" the computer will assume there is an envelope in the printer, and will print the address taken from the last text file reviewed/printed tabbed over 30 spaces on the envelope.

RETURN ADDRESS / LETTERHEAD

You may wish to print your return address on the envelope as well. To do this, first enter your address using the "K Enter address" menu function (if you have not already done so). This stores your address on disk in the file TADDRESS. The computer will ask how many carriage returns you wish between the top line of the return address and the top line of the addressee's address. This is stored along with the address.

Once your address is stored, and you have reviewed/printed a file containing an address, you may have these printed automatically on an envelope in the printer by selecting "W Address envelope w/ return address". Your address is tabbed at 0; the addressee's address is still tabbed at 30.

LETTERHEAD

Once your address is stored, you may start new text files, with your address (letterhead) already included, and centered, at the top of the file. Just select "Go to editor, begin with address" instead of "Editor" to get to the editor. DON'T do this if an existing file is named at the top of the menu since the computer will not load the existing file into the text buffer -- when you return to the menu from the editor the old file will be erased on the disk. YOU'VE BEEN WARNED!

Notice that the letterhead could just as well be accomplished using a macro containing the letterhead, but page breaks are then not predictable (until you review the file at the main menu).

MAIL MERGE

You may print any form letter from a list of addresses, with the address changed in each one, and pick out address segments to insert in other parts of the document.

First, you need to set up (or purchase) an address file. This will be a standard text file created in the normal way, with a few rules about typing the addresses:

1. There must be TWO returns (blank lines) between addresses.
2. Each address line roust end with return.
3 There may be blank lines within the address, but not two consecutive blank lines.

That's it for the address file.

SPECIFICATIONS WITHIN THE DOCUMENT

Each address in the address file will generate one copy of the document specified by the active filename. In the document will be specifications to tell the computer where to print each address line:

To insert an entire address line, type an inverse il character followed by an inverse number, which is the line of the address you wish printed. For instance, to begin a form letter with an address you would include in the letter file:

@1
@2
@3 *(these are all inverse characters, each line ends with return)*
@4
@5

These specifications may be repeated anywhere in the document. so you can include any line of the address anywhere. However, the printed line will become longer to accommodate the extra characters so make sure there is enough room at the end of the line to handle these, otherwise the line will stretch into the right margin.

You may add one additional character to the address line specification, which may be an inverse F, inverse L, or inverse M. For example @1F (all inverse characters):

(see next page)

ADDRESS LINE SEGMENTS

If you add an inverse F only the first word of the address line will be printed.

If you add an inverse L only the last word of the address line will be printed (could be a zip code).

If you add an inverse M the first word and last word will be printed (it is assumed that the first word will be Mr., Mrs., or Ms. However if the last word ends in a period OR the next to last word ends with a comma, the computer will re-select the next-to-last word instead of the last. This means the computer will ignore the last word of address lines like Mr. John Doe, III or Mr. John Doe Jr.

If you wish to include a salutation the specification in the letter would look like this:

Dear @1M, (Dear Mr. Doe,) "@1M" in inverse characters

or

Dear @1F, (Dear John,) "@1F" in inverse characters

If you use this feature to announce a sweepstakes or sell cars, please don't send one to us. We've already won 376 elegant authentic gold plated earrings. Thanks anyway!

STARTING THE PRINTING OPERATION

Select "F Print from address file". You'll be asked to enter the filename and drive number of the address file.

Y Do envelopes from address file

You may also address continuous envelope forms from an address file with the "Y..." menu selection. Operation is the same as explained above, except that just the addresses, and optionally your return address, are printed according to the carriage returns you specified when entering your address. You must have a return address stored on disk even if you elect not to print it -- the vertical spacing instruction in the address is still used.

The computer asks the additional question, "NUMBER OF CARRIAGE RETURNS TOP OF ENVELOPE TO TOP OF ENVELOPE OR RET" and you must

enter the number *of* printer lines to advance the printer from the top of one envelope to the top of the next. For instance, for an envelope 4 inches high you would enter 24 (6 times 4).

The computer also gives you the option of holding between each envelope if you are inserting envelopes by hand.

"SAVE TO DISK IN ATASCII FORMAT"

Select this function to save a Turboword text file to disk in the form of a standard ASCII file, which is simply text lines separated by the ATARI <RETURN> character, ASCII value 155. The page and margin specifications will be deleted as well as any inverse characters (special Turboword instructions) within the file.

The ATASCII file will be stored with the same file name as the active file (source file) except the extender ".ASC" will be added. Any original extender will be dropped.

There is also a provision to store the ATASCII file as a "MICROMOD text file" for inclusion in Turbobase functions.

After saving a file as ATASCII, or loading any ATASCII file from another program, you may then go to the editor and edit the file. The first four characters will be missing (the computer thinks they are page/margin numbers, and you'll have to set the page/margin numbers at the main menu before going to the editor. Upon returning from the editor to the menu the file will be re-stored on disk as a Turboword text file.

"PRINT ATASCII FILE FROM DISK"

After storing a file as ASCII or loading any ASCII file from another program you may print the file from disk using this menu function. The file is printed exactly as stored on the disk with no automatic features; however these may be added in the editor (see above paragraph).

"DISK OPERATIONS"

Upon making this menu selection the computer will load and run the "TDISK.PRG" module. This provides all the usual DOS functions such as listing directories, deleting, renaming, and copying files. It's operation is quite self-explanatory to anyone familiar with

any DOS.

Additional features are the ability to append one Turboword text file to another, list the number of files on a disk, and display directories in SpartaDOS format.

When appending text files, you may create as long a file as you like, and this could be convenient for printing operations and storage. However, if you try to go to the editor with a file longer than the text buffer can handle the system will not work and probably lock up.

Note to Turbobase users: you'll notice we borrowed the Turbobase SHDSK.MOD and COPY.MOD modules, combined into one module here. In contrast to the Turbobase COPY function, the Turboword copy function allows you to copy any type of file.

SPELLING CHECKER

To check spelling in a text file select "J Check spelling."

If you intend to use the spelling function you should keep the spelling files in the system (from the Spelling Disk). The spelling function works much faster with the dictionary files in a RAMdisk.

The computer will ask for the drive number to find the dictionary files, and the drive/name of the file to check (the "active" file is given as a default).

Each word in the text file is compared to the dictionary to find a match. If a match is not found the computer highlights the word in the center of the 70 or so surrounding characters from the file and gives three options: Skip, Fix, and Add to dictionary. If you hit 5 the next unmatched word is displayed. If you hit F you will be asked to enter the correctly spelled word, and the text file will be revised accordingly. If you it A the word is added to the appropriate dictionary file.

You should try to avoid adding the same word to the dictionary more than once, although it won't hurt anything if you do, but it does take up more room in the files. The maximum size of each dictionary file is 9,286 bytes and there are 30 files. Since the shortest file usually ranges about half of the largest this allows approximately 200K for a dictionary which is more than a disk will hold. Just to be safe, you can check the size of the largest file by listing the directory in SpartaDOS format. Otherwise 9,286 bytes

translates to 74 single density sectors (DOS 2.5) or about 36 DD SpartaDOS sectors. There's no provision to edit the dictionary files. There's plenty of capacity and if you do note an invalid word being stored, you'll then know how to spell it and shouldn't be matched again.

The spelling function will ignore words with numbers or punctuation marks within the word.

If the dictionary files are in a RAMdisk, then after the spelling is checked the computer will give you the opportunity to automatically store the revised dictionary files back to disk. Only those files to which words have been added will be copied.

If the spelling operation is interrupted

As you check spelling a new file, named SPELLCHK.TXT, will be created on the same drive number as the text file being checked. This will be a duplicate of the text file but containing the corrected words. At the end of the spelling operation the computer will delete the old file and then rename the SPELLCHK.TXT file to the original name of the text file. If the spelling operation is interrupted you may find the SPELLCHK.TXT file and you can load this into the editor to see if the operation was completed.

HELP SCREEN FUNCTIONS

When using the editor press the HELP key to display the HELP menu. An explanation of those features listed on the HELP screen which are not self-explanatory and which are not explained previously follows:

INSERT/OVERWRITE MODE

Press <CTRL> I to toggle between the two modes. In overwrite mode characters are deleted as you type over existing text. In insert mode a "hole" is created as you type within existing text, expanding the whole file. The delete key works differently also. In overwrite mode it just changes existing text to spaces. In insert mode it deletes characters and closes up the file.

To signal that you are in "insert mode" the top of the left margin line changes to a narrow rectangle.

When overwriting text, when you type beyond the end of any line the computer will automatically go into insert mode.

FIND SEARCH STRING

The important thing to remember is that searching starts at the cursor position, so you will usually press <CTRL> T to get to the top of the file before pressing <CTRL> F.

The computer will find all matches to the string you enter regardless of whether any characters in the matched string are in upper or lower case, i.e. the search is not "case-sensitive," but you must enter the search string in all -caps (this is set for you).

When a match is found the computer displays a screen beginning with the beginning of the paragraph in which the string is found, with an arrow in the left margin line pointing out the line which contains the matched string. If the matched string is at the end of a paragraph which is longer than one screen the string will be on the next screen after that displayed.

Once you have entered a string you may repeat <CTRL> F to find additional matches, until the end of the file is reached.

BLINK ON/OFF

Press <CTRL> U to toggle between a "steady cursor" and "blinking cursor."

SET MARGINS

Press <CTRL> G to set margins while in the editor. Enter the two numbers separated by a comma with no spaces and hit <return>. If you specify margins lower than 1 or higher than 80 then the computer will cancel the operation and retain the old margins.

SKINNY COLUMNS:

Automatic formatting will not work correctly if there is a "word" or string of characters without spaces which occupies one entire line (the computer can't -find spaces to drop the word to the next line). This normally will happen only when you try to type in narrow columns with twelve or less spaces between left and right margins. So leave enough spaces between margins to accomodate the longest "word" you expect. If you do run into this problem you won't lose any text, just reset the margins.

POS. IN MEMORY

Hit <CTRL> P to see how big your text file is in comparison to free ram in the text buffer. This tells you how much room you have left to add new text.

The size of the text buffer is represented by a thick line at the top of the screen with endpoints. The length of the line varies depending on the DOS you are using, and any extra utilities that may be loaded into the system. SpartaDOS XC23D.DOS leaves the most room, about 25K (the SpartaDOS X cartridge will leave more). The position of the last character in the current file is represented by an inverse diamond marker on the line.

To get rid of the line hit <ESC> or START.

RULER

To display a "ruler" at the top of the screen press <CTRL> L. To get rid of the ruler hit <ESC> or START. The ruler marks screen positions (and printer positions) from 1 to 80.

^ ESCAPE

<CTRL> <ESC> re-draws the screen just like <ESC>, but you have

to hit it twice. After the -first time the screen goes blank. This is useful if you're a CIA agent writing a top secret memo and Bob Woodward walks by.

BLOCK OPERATIONS

Before performing block operations you must first define a "block" of text. Do this by beginning and ending the block with an inverse * character.

To delete the block press <CTRL> D twice. A reminder message is displayed the first time so you can change your mind.

To copy the block to another location, first position the cursor at the desired destination location, then press <CTRL> C twice. You can cancel after the first time by hitting any key. The copy function adds to the length of the file by the number of characters in the block so you must have room available in the text buffer (see "Pos. in file" above).

To move the block to another location, deleting the block at the source location, first position the cursor at the destination location, then hit <CTRL> M twice. Again you can cancel after the first hit. The move operation does not require extra memory.

THE BLOCK OPERATIONS WILL NOT WORK IF THE CURSOR IS WITHIN THE BLOCK.

To erase all inverse * characters in the file press <CTRL> E.

SPEED OF EDITING / <SHIFT> HELP

We at MicroMiser are addicted to a feature called "completely automatic formatting as you edit." This is a rare feature even in 16 bit word processors (only one ST program we know of has it). This means that you do not have to signal the computer that you are going to edit, or define the characters to be edited, or to signal that you are done editing. You just go there and type! Inside the computer this means nightmarish, lengthy programming and that every decision regarding maintenance of the file in memory, and expanding the file, must be made between each keystroke.

Additionally, the required operations to re-draw a line on the XEP-80 screen make this too slow to accomplish between the keystrokes of even a medium proficient typist (not so with the standard 40 column screen which is exceptionally fast). If you are editing just a few characters there is no speed problem. Since that

is the case 70% of the time we think you'll appreciate this feature and become addicted too!

If you are inserting several words and you are typing at a medium speed you'll find that the computer will pause each time it needs to drop a word off the end of the line. Fast typists will find this to cause a deleted letter unless you notice it and pause in your typing. To get around this, first open a one line "hole" with the <RETURN> or <CTRL> INSERT keys. This takes care of the pause.

If you are inserting into a long file in insert mode, you can type faster than the computer can open up the text between characters since all remaining characters in the file must be moved between each keystroke. To get around this a "block insert" function is provided:

<SHIFT> HELP

To insert a block of text into a long file, first position the cursor to the location you wish the insert to start as you would normally do. Then press <SHIFT> HELP. You'll get a blank screen and you can type your insert at normal speed. When your insert is finished press just the HELP key (not <SHIFT> HELP) and you will find yourself back at the original screen with the block of text Inserted. The cursor is positioned on the first character of the insert.

The <SHIFTJ HELP function actually places the cursor temporarily at the end of the text file. You could then use <CTRL> up-arrow to back up in the file but it is not advisable to do so since it is possible to lock up the system this way. The <SHIFT> HELP function MUST BE terminated by pressing HELP. After you press HELP the HELP key will again display the HELP screen.

PRESET PRINTER CODES FOR EPSON COMPATIBLE PRINTERS

Note: All these functions are available on the STAR NX-10 (Epson compatible). Some may not be available on your Epson compatible printer.

The characters in the left column are in inverse video on the screen!

I	italics
i	cancel italics
B	bold
b	cancel bold
U	underline
u	cancel underline
N	near letter quality
n	cancel near letter quality
E	expanded mode
e	cancel expanded mode
C	condensed
c	cancel condensed
R	proportional print
r	cancel proportional print
P	pica font
L	elite font
S	elite/proportional
X	align left margin
Y	align right margin
W	align center
!	bell
&	superscript
´	subscript
(	cancel superscript/subscript
Z	clear codes

Public Domain Declaration from MicroMiser

----- Original Message -----
From: "Steve Thornton" <steve@micromiser.com>
Newsgroups: comp.sys.atari.8bit
Sent: Tuesday, July 02, 2002 8:37 PM
Subject: Ben Poehland v. Micromiser Software

> Hi ....
>
> I can't believe you guys are still using those 8-bits including these
> Micromiser programs. But of course that's great!
>
> Besides the 8-bit programs Turbobase, Turbofile, Turboword being
> completely in the public domain, this also applies to a program
> for the ST called Ultrabase. Do anything you want with these
> programs, disks, etc.
>
> ....
>
> Steve Thornton
> Micromiser Software